nintendo Wi-Fi connection

NINTENDO DS™

MARIO KART™ DS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

Nintendo

FONT LC

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Getting Started

Insert your Mario Kart DS Game Card into your Nintendo DS and turn the power ON. When the system start-up screen appears, touch the Touch Screen to proceed.

On the DS system screen, touch the Mario Kart DS panel to display the title screen.

info

If you have set your Nintendo DS system settings to Auto Mode, the menu screen will not appear. For more information, refer to your Nintendo DS hardware instruction booklet.

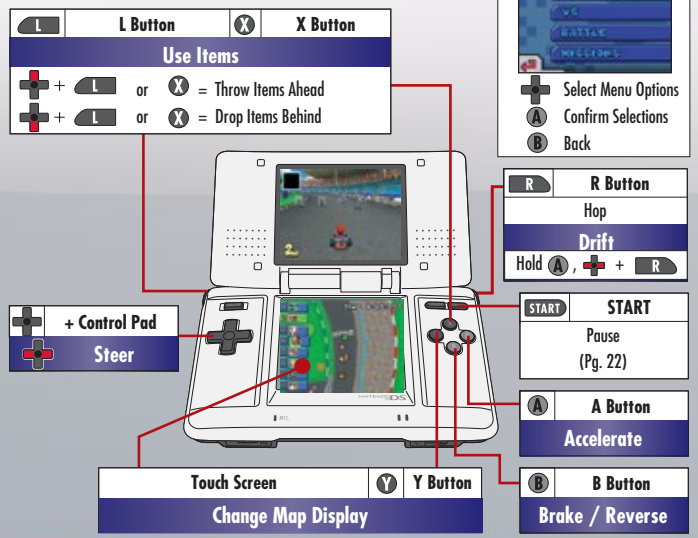
The first time you play Mario Kart DS, you will be asked to enter a nickname after you choose a mode. You can enter any name you like, and you can even create your own unique emblem. You can change your nickname and emblem in the Options menu. The nickname you use will be seen by others when playing multiplayer games using Nintendo Wi-Fi Connection.

NOTE!

Any time you set a new personal record in a race, Mario Kart DS will automatically save your progress. Saved racing records can be viewed on the Records screen.

Controls

All buttons on the Nintendo DS are used to control your kart in races. See pgs. 8 – 9 for more information about driving techniques.



Driving Techniques

These are the techniques you need to know to take Mario Kart DS to the next level.

Rocket Start

During the countdown to the start, hold A down with the right timing to rev up your engine and give yourself a burst of speed off the starting line.

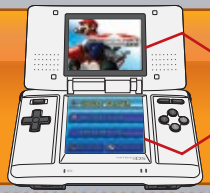
info Press and hold A at just the right moment!

Drift

While holding A, press and hold R and press ✚ or ✚ to power-slide sideways through turns. Drifting allows you to take corners without decreasing your speed.

info While holding A, press and hold R as you enter the curve and then just steer your way through.

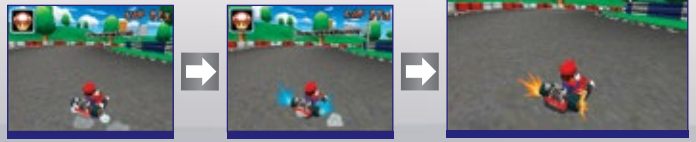
NOTE



In this manual, the Top Screen and Touch Screen are represented as shown on the left.

Mini-Turbos

Using Mini-Turbos are a technique for boosting your speed while drifting. Press ✚ and ✚ repeatedly while drifting and your tires will start burning. Once they do, release R to stop drifting and take off with a short burst of speed.



info Hold R and alternate pressing ✚ and ✚ to set your tires aflame!

info Release R to perform a mini- turbo.

Deploying Items

Some items can be deployed to the front or to the rear by pressing ✚ or ✚ and L or X at the same time. Check where your rivals are on the map and then deploy items strategically.

info ✚ + L or X throws forward!
✚ + L or X throws behind!

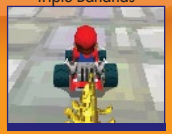
Items

Get Items from Item Boxes

Drive through the item boxes on the tracks to get the items contained within. The item inside is determined randomly.

NOTE! If you already have an item, you can't get another one until you use the first. However, as shown on the right, some items can be prepped for deployment, allowing you to get a second item without actually using up the first.

Rotating Triple Shells



Triple Bananas

Using Items

info Press and hold L or X to deploy an item without using it.

Deploying and holding an item toward the rear of your kart has a shielding effect that protects you from some opponents' items. Release the button to drop the item behind you.

info If you spin out or get knocked over, you may drop your items.

Running over an item that has been dropped on the track will have the same effect as using or getting hit by the item.

Banana !

Makes karts spin out when run over.

Triple Bananas !

Press L or X to deploy behind you. Tap the button again to drop one.

Green Shell !

When thrown, this shell travels in a straight line and knocks over the first kart it hits.

Red Shell !

These automatically lock onto and chase after the next kart in front of you. When hit, the kart rolls over.

Triple Green Shells ! **Triple Red Shells** !

Press L or X to deploy, then press the button again to launch a shell. Each one has the same effect as a single Green or Red Shell.

Spiny Shell

This shell tracks and chases after the lead kart and blows up when it reaches its target. Any kart in the blast radius will be knocked over or spun around.

Fake Item Box !

Looks just like an item box, but when you run into it, it knocks you over.

Bob-omb !

Explodes after a brief pause or when another kart comes near it. Any kart in the blast radius will be knocked over or spun around.

! =Items that can be dragged behind you.

Mushroom

Provides a short speed boost.

Triple Mushrooms

Each press of L or X uses up one Mushroom.

Golden Mushroom

Allows you to use Mushroom boosts as many times as you want for a short period of time.

Bullet Bill

Briefly transforms the user into a Bullet Bill that soars through the air along the track, knocking over karts along the way.

Blooper

Sprays ink on the all of the karts in front of you, obscuring those drivers' view of the track.

Boo

Unleashes Boo, who turns you invisible for a brief time, making you impervious to enemy attacks, and steals an opponent's item for you.

Lightning

Makes all opponents spin out, drop their items, and shrink for a brief period of time.

Star

Makes you invincible for a brief period of time. While invincible, you will knock over any kart you hit.

Game Modes

Mario Kart DS features five different game modes. Check the chart on the right to see which modes can be played with multiple players.

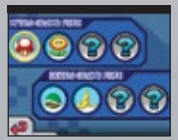
	Single Player	Multiplayer
Grand Prix	Playable	–
Time Trials	Playable	–
VS	Playable	Playable
Battle	Playable	Playable
Missions	Playable	–

Grand Prix

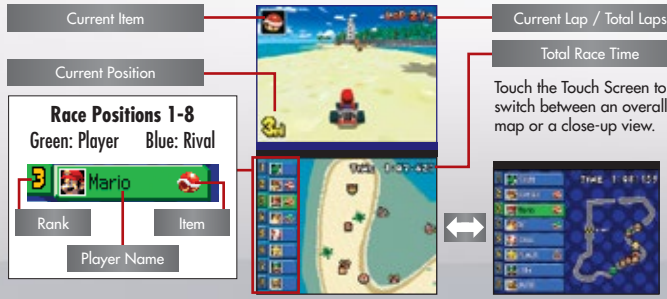
There are eight different cups, with each cup featuring four different tracks. The cups are a competition for points across all four tracks among eight racers.

Entering a Grand Prix

- **Select Engine Class** — There are three engine classes: 50cc, 100cc, and 150cc.
- **Choose Your Driver** — Choose one of eight characters.
- **Choose a Kart** — As you play the game, more karts will become available for you to choose from.
- **Choose a Cup** — First choose either Nitro Grand Prix or Retro Grand Prix. Then choose a cup to enter.
- **Begin the Race!**



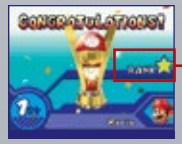
Viewing the Game Screen



Results Display

When the race ends, points are awarded based on final places in the race. Final placing for the cup will be determined by the total points earned over all the races. Gold, silver, and bronze trophies are awarded for first, second, and third place overall. Your driving technique will also be ranked.

POINTS PER PLACE	1	2	3	4	5	6	7	8
	10	8	6	4	3	2	1	0



RANKING

★★★ ★★ ★ A B C D E

BEST ⟷ WORST

Time Trials

This is a single-player mode. The objective is to get the fastest time you can on the chosen track.

Entering a Race

Select a Character

Select a Kart

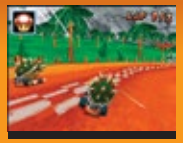
Select a Cup

Select a Course

Begin the Race!

NOTE!

When choosing a course, you can also set up ghost data. Ghost data allows you to race against your best time on a given track. If you have ghost data saved, you can have your ghost appear on the track so you can race against it.



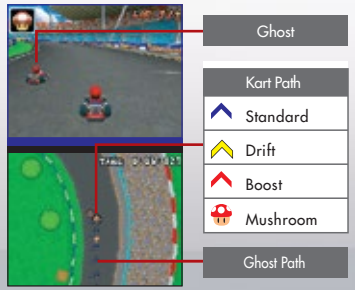
Ghost Setup Menu

- **None**
  Do not use ghost data.
- **My Ghost Data**
  Race against your own ghost.
- **Downloaded Ghost Data**
  Race against ghost data you downloaded from your friend.

MARIO KART DS

Viewing the Game Screen and Saving Ghost Data

Any time you set a new record on a track, your performance will automatically be saved as ghost data. If you have ghost data saved, you can race against your own ghost to improve your time.



* Note: If it takes you too long to complete the race, or if you fail to beat ghost data you have loaded, new ghost data will not be saved.
* Once ghost data has been overwritten, it can never be loaded again.

Saving Downloaded Ghost Data

Choose Send Ghost to send your own ghost data to your friend. Choose Receive Ghost to download ghost data from your friend. See the next page for the steps involved.

NOTE!

- You can save up to 32 of your own ghosts and up to 10 of your friends'.
- You can save only one set of ghost data per track. Your best record will be saved as your own ghost data. Your friend's ghost data will overwrite your ghost data regardless of which one is better.

Send Ghost

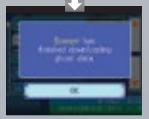
After choosing the data, choose Yes on the confirmation screen to begin sending that data. Choose No to return to the ghost-selection screen.

Sending... — Data Transfer Fails

Data Transfer Succeeds

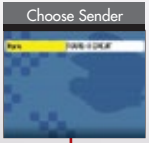
Begin Downloading

Your friend begins downloading...



Once the download is complete, choose End to return to the Time Trials menu.

Receive Ghost



After choosing who you'll receive ghost data from, choose Yes to begin downloading. Choose No to choose someone else to download from.

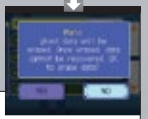
Downloading... — Data Transfer Fails

Data Transfer Succeeds

Save Space is Available

If you already have ghost data saved for the same track, your ghost data will be erased and the new ghost data will replace it.

No Save Space is Available



Choose the ghost data you want to erase and chose Yes to erase that data. Choose No to select a new person to download from.

VS

In Single Player mode, you'll race against computer-controlled karts. In Multiplayer mode, you'll race against human opponents who play using their own Nintendo DS systems.

Entering a Race

Select a Character

Select a Kart

Choose Settings

Select a Course

Begin the Race!

NOTE!

Choose Race Settings

Class
Choose either 50cc, 100cc, or 150cc.

CPU Kart
When racing against the CPU, choose either Easy, Normal, or Hard.

Course
Choose either In Order, Random, or Choose.

Rules
Choose the number of victories to win the match, total points after a set number of matches, or Free.

Team
Set this to ON or OFF. When on, victory will be determined by a team's total points.

Viewing the Game Screen

Current Item
Current Lap/Total Laps
Rival Display (Names and Emblems)
Total Time
Race Positions 1-8
Green: Player Blue: Rival
3 Mario
Rank
Item
Player Name
As in Grand Prix mode, touch the Touch Screen to switch your map from a close-up view to an overall view.

Results

When the race ends, the winner of the match based on the chosen set of rules will be announced.

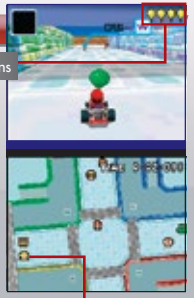
See pg. 26 about multiplayer VS mode matches.

Battle

There are two types of battle matches: Balloon Battle and Shine Runners. In single-player matches, you will battle against CPU-controlled karts. In multiplayer matches, you can play against other Mario Kart DS owners using the Nintendo DS wireless functionality.

Balloon Battle

Battle against your opponents, taking care not to let your own balloons pop.



- Initially, you have five balloons, only one of which is inflated.
- Blow into the microphone when not pressing A to inflate a balloon. You can have up to three balloons inflated at one time. You can also hold SELECT to inflate a balloon, but blowing into the mic will make it inflate faster.
- When all of your inflated balloons are burst, you lose, even if you have unused balloons you can still inflate.

NOTE!

You will lose a balloon in each of the following situations. However, if you perform 4 on an opponent, you can steal a balloon.

1	Get hit by an item and spin out or roll.
2	Fall off the stage.
3	Get hit by a kart made invincible by a Star.
4	Get hit by a kart using a Mushroom to boost.

Shine Runners

Collect the Shine Sprites that appear in the stage.

- A mark appears above karts that have Shines.
- Once someone gets a Shine, another one appears elsewhere in the stage.
- After a set period of time that varies by stage, the players with the least number of Shines drop out. The last driver driving wins.
- A large mark appears above the kart with the most Shines.

NOTE!

You will drop a Shine under the following conditions. Once a Shine has been dropped, anyone can pick it up.

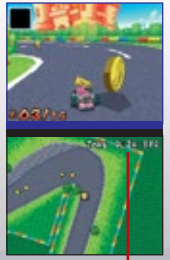
1	Get hit by an item and spin out or roll.
2	Fall off the stage.
3	Get hit by a kart made invincible by a Star.

Missions

In this mode, you are given sets of specific missions you must clear in order to move on to the next set of missions. What could await at the end?!

Select Mission Screen

Game Screen

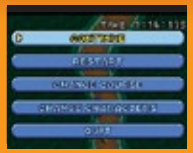


There are many other missions besides these.

Remaining Time

NOTE!

While playing, you can press START at any time to pause your game. The options that appear on the pause menu vary depending on which mode you are playing.

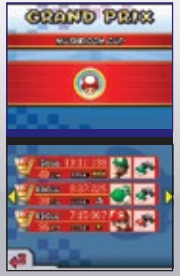


	Unpause the game and continue racing.
	Return to the title screen.
	Start the race over.
	Choose a new course to race.
	Select a different mission.
	Continue viewing the replay.
	Start the replay over.

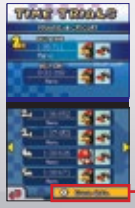
Records

Choose this mode to view all of your race records.

Grand Prix



Time Trials

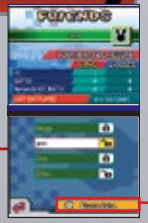


View your top five Time Trials times on each track.

Either touch Erase Data or press to erase all Time Trials records. In your Friends roster, touch Erase Data to erase the selected data.

Be careful! Once data has been erased. it can never be recovered.

Friends



You can lock any record that you do not want erased by selecting it and pressing A. You will be more likely to encounter opponents whose records you have locked when racing on the Nintendo Wi-Fi Connection.

MARIO KART DS

Options

Choose Options to change your game-play settings.

Settings

Sound

Adjust in-game sound settings. Choose from Surround, Stereo, and Headphones.

Locate Friend

Choose this option during Nintendo WFC matches to search for registered friends who are also on Nintendo WFC and are looking for opponents to race against. An icon will appear on-screen to notify you when wireless players are nearby.

During Nintendo WFC Matches

When players registered in your list of friends connect to Nintendo WFC and choose Friends as their opponents...

The icon will appear on the Top Screen during Nintendo WFC matches.

* Once the icon appears, you will have to wait until you start a new match before you can race against your friend.

* Even if the icon appears, do not disconnect from the Nintendo WFC mid-race.

Erase Data

Choose this option to erase all saved data. Once erased, saved data cannot be recovered.

Edit

Nickname

Choose this option to change the nickname you entered the first time you played the game. Choose a keyboard and select letters. Press (A) to enter a letter or just touch the letter on the Touch Screen.

Emblem

Choose this option to create a new emblem to place on your kart or edit an existing emblem.

Display Emblem Being Created

Pencil/Eraser Tool

Choose from one of three different thicknesses and use it to draw or erase lines.

Paint Can/Dropper

Fill in the selected area.

Pick up the selected color and use it with the pencil or paint can.

Undo

Stamp Tool

This tool allows you to stamp one of three patterns onto your canvas.

Touch Screen Control

Touch the tool and color you want to use. Then just touch the canvas to start drawing.

Button Control

L R Switch Cursor

Choose Tool/Color

(A) Confirm Tool/Color and Draw on Canvas

Color

Grid ON/OFF

Cursor

Change Camera Angle/Kart

MARIO KART DS

Multiplayer (2-8 players)

Multiplayer features two ways to play: Normal mode and Simple mode.

Normal Mode	One Nintendo DS and one Mario Kart DS Game Card per player.
DS Wireless Play (pg. 28)	

All tracks available in Single-Player mode can be played.

P1 Create a Group

Touch Normal mode.

Players 1

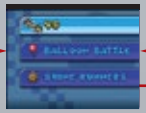
Once all participating players' nicknames appear in the list, touch CUT OFF.

P2-P8 Join a Group

Players 2 – 8

Touch Player One's name.

Your name will appear in the list, so just wait for the match to begin.



Touch a game on the game-selection screen to begin a match.

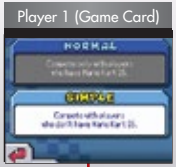
See pages 18 and 20 for the next steps.

Simple Mode	One DS per player and one or more Mario Kart DS Game Cards.
DS Download Play (pg. 29)	

Playable courses are limited.

P1 Create a Group

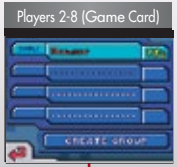
Player One , the player with a Mario Kart DS Game Card, touches Simple Mode.

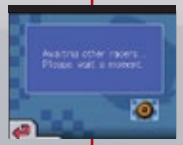


Once all the participants nicknames appear, touch CUT OFF.

Player 1 (Game Card)

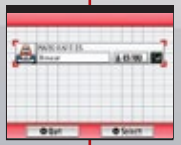
Players 2-8 (Game Card)





Touch Player One's name to enter his or her group. Your name will appear on the list, so just wait for the game to start.

Players 2-8 (No Game Card)



On the Nintendo DS system menu, touch DS Download Play. Next touch Mario Kart DS.

The remaining steps are the same for Normal mode, listed on the preceding page. When playing DS Download Play, the only selectable character is Shy Guy.

Establishing the DS Wireless Link (DS Wireless Play)

This section explains how to establish the link for local wireless play.

What You Will Need:

- Nintendo DS systems - - - - - - - - - - - - - - - One for each player
- Mario Kart DS Game Cards - - - - - - - - - - - - One for each player

Steps

1. Make sure that all DS systems are turned off, then insert a Mario Kart DS Game Card into each system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Mario Kart DS" panel.
4. Now follow the instructions on page 26.

Establishing DS Wireless Link (DS Download Play)

This section explains how to establish the link for DS Download play.

What You Will Need:

Nintendo DS systems - - - - - - - - - - - - - - - One for each player
Mario Kart DS Game Cards - - - - - - - - - - - - - One
You can enjoy Mario Kart DS even if you do not have enough DS Game Cards for all players.

Game-Selection Screen

Steps for the host

1. Make sure that all DS systems are turned off, then insert a Mario Kart DS Game Card into the system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Mario Kart DS" panel.
4. Now follow the instructions on page 27.

Steps for guests

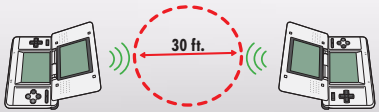
1. Turn on the power of all the systems. The DS menu screen will appear.
2. Touch the "DS Download Play" panel. The game-selection screen will appear.
3. Touch the "Mario Kart DS" panel. The game-confirmation screen will appear.
4. When the correct software appears, touch "Yes". P1 will start the download process.
5. Please follow the instructions on page 27.

Game-Confirmation Screen

Wireless Communication Guidelines:

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker ←			→ Stronger



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

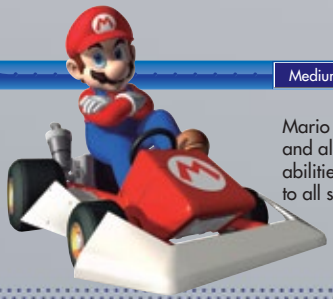
Characters & Karts

Size-Specific Characteristics

Characters are divided into three weight classes based on their size—light, medium, and heavy. In the chart on the right, the more stars, the better the rating.

	Acceleration	Top Speed	Off-Road
Light	★★★	★	★★★
Medium	★★	★★	★★
Heavy	★	★★★	★

NOTE! The characters and karts you can choose from will increase as you play through the game. Each character has three karts to choose from, except Shy Guy.

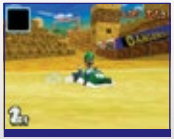


Medium Mario

Mario is familiar to racers one and all. With a balance of abilities, he is a racer suited to all situations.

Luigi — Medium

Mario's younger brother Luigi is ready to race. His superb traction makes it harder for him to spin out.



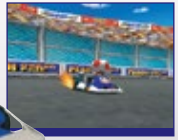
Peach — Light

A generally genteel princess, the heart of a competitor burns deep within her. She is adept at drifting.

Yoshi — Light

While Yoshi is usually ridden by Mario, this time he's ready to race. Yoshi's traction is excellent.

Toad — Light



Toad uses his tiny stature to his advantage as he skillfully weaves in and out of traffic on the track.

Donkey Kong — Heavy

DK overwhelms opponents with his jungle instincts. He drifts through corners like a mad-man…or a mad-ape!

Bowser — Heavy

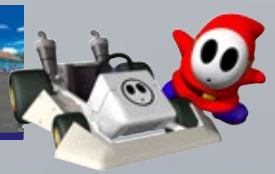
Mario's arch-enemy is superb at using his drifting skills to race through curves.

Wario — Heavy

As his name implies, he's the anti-hero to Mario's heroism. Other than acceleration, he has no foil.

Shy Guy — Light

Shy Guy stares out from behind his mask, his gaze revealing the hidden weaknesses of his opponents. Shy Guy appears only in DS Download Play matches.



Courses

This section describes some of the courses you will race in Grand Prix, Time Trials and VS modes. Completing the cups in Grand Prix mode in spectacular fashion will unlock more courses.

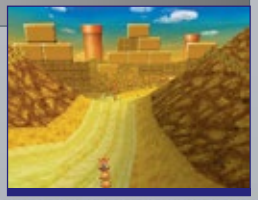
Nitro Cup

Mushroom Cup — Figure-8 Circuit

This figure-eight shaped course boasts a wide racetrack with easy corners. It's ideal for constant top-speed racing.

Flower Cup — Desert Hills

This racetrack built in the middle of the desert tends to be quite bumpy.



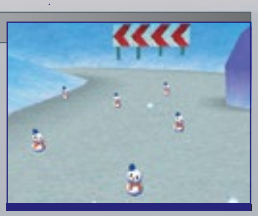
Retro Cup

Shell Cup — SNES Mario Circuit 1

Pulled straight from the SNES version of Super Mario Kart, this narrow track is further complicated by the pipes that protrude from its surface.

Banana Cup — N64 Frappe Snowland

This popular Mario Kart 64 track returns with its snow-covered road. The snowmen that block the path will knock you over if you hit them.



NOTE! Some tracks feature dash panels, which will give your kart speed boosts when you drive over them.

Nintendo Wi-Fi Connection

The Nintendo Wi-Fi Connection allows multiple Mario Kart DS owners to play together over the Internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement that governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

•• The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

•• To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available Internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Nintendo WFC Matches (2-4 Players)

Mario Kart DS Nintendo WFC Match Rules

Players race in four races, earning points based on place in each race. The player with the most points at the end of the match wins.

Match Conditions → Select a Character → Select a Kart → Select Course

NOTE!

Match conditions: choose any of the following opponent options.

Friends
Race against only Mario Kart DS owners registered in your friends roster (or people on your friends' friends rosters) who are currently connected to the Nintendo WFC.

Rivals
Race against Mario Kart DS owners who have similar racing skills as you.

Regional Racers
Race on the Nintendo WFC against only Mario Kart DS owners who live in your country.

Worldwide Racers
Race on the Nintendo WFC against anyone in the world who owns Mario Kart DS.

Wi-Fi Settings

Choose this option to access Nintendo WFC Setup and change your connection settings. Refer to the Nintendo Wi-Fi Connection instruction booklet for more information.

NOTE!

Choose one of 20 courses.

The course with the most votes is the one that will be raced.

In the case of a tie, the course will be chosen randomly from the selected courses.

A new course is selected prior to the start of each race.

Start Your Engines!

NOTE!

When choosing to race against friends, the icon will flash on the top screen when one of your registered friends has been located. However, there may be cases where you are are still unable to be matched up with a friend after the friend call icon has appeared on screen.

Friend Codes

You can register any Mario Kart DS player as a friend by entering and saving a player's unique 12-digit friend code. Use friend codes to register and then race against Mario Kart DS owners who you normally couldn't race against because they live too far away. Your own friend code is automatically created the first time you connect to the Nintendo Wi-Fi Connection.

Registering Friend Codes

Exchange friend codes with another player and then enter that friend code by choosing Register Friend Code. You will not have a friend code until you enter Nintendo WFC mode.

→

Both you and the player whose friend code you entered must then connect to Nintendo Wi-Fi Connection.

→

Your names will then be automatically registered in each other's friends rosters.

- Connecting to Nintendo WFC at the same time is the fastest way to complete friend registration.
- If you connect to Nintendo WFC before the other player, you will have to reconnect again after the other player has connected to complete friend code registration. Until you do, a warning message will appear beside the name of the player you are trying to register.

If a warning message still appears on-screen even after both you and your friend have connected to Nintendo WFC, there is a possibility that the friend code you entered is incorrect. In that case, erase the code and try re-registering that friend's code.

NOTE

You can lock certain data on your friend roster to prevent it from being erased by mistake. If both you and an opponent lock each other's information on your friend rosters and then choose to race against friends on the Nintendo WFC at the same time, the chances of the two of you being matched up for a race increase.

NOTES

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